

[illegible]

The first Round is often chaotic.
The logistics of this kind game with so many players can get overwhelming quickly.
Be sure to take a few breaths, slow down, and focus on one step at a time.
During the first Round, make sure to go slowly and deliberately.
There will be some confusion and adjustment on everyone's part.
When the players are all done, make an announcement that the Round is over and give players some time to strategize.
There is no hard and fast rule about how long the game should take.
In practice we've found that about 6 hours of focused, actual play nets around 9 or 10 Rounds.
That's a pretty good stopping point; everyone starts getting spent by then.
Keep announcing what the current Round is and, when you've got a good handle on your pacing, announce how many Rounds the game will be going.
The players need to know where the goal posts are if they are to meaningfully plan their strategy.
For the final Round have the Throne, Citadel, and Delve Tables act early with the Knights waiting for the results.
Then have a final pitched battle with everything the Houses can muster at the Westeros Table.
The acquisition of territory is only one piece of the parts that go into determining Power, but the visuals of a final military action are very satisfying.
When the final Round is over, huddle with the GM's and tally up the accumulated Power of all the Houses.
Announce the winning House with as much fanfare as you can muster, as well as the Power scores for all Houses.
Have all of the defeated Lords place their golden crowns at the feet of the winning Lord.